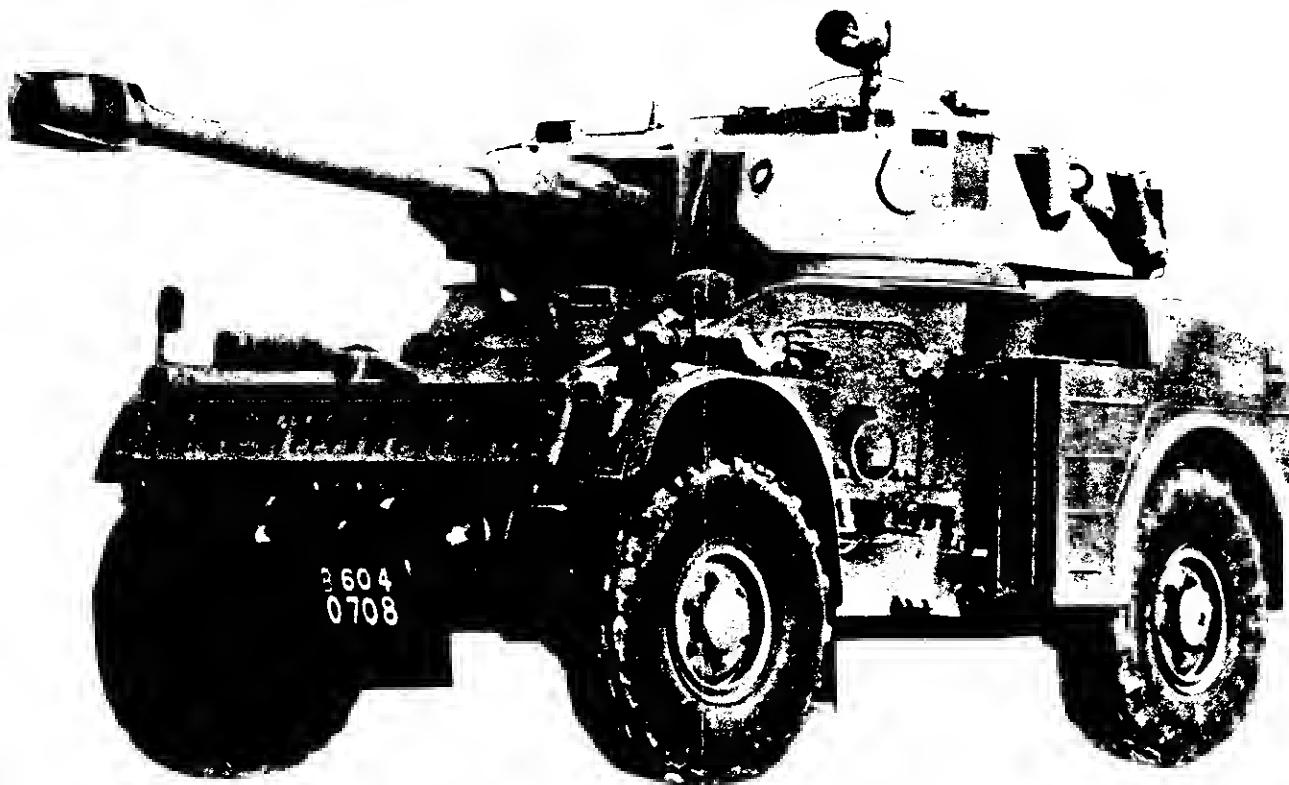


LIBERTERREAN



214

LIBERTERREAN

#214

September 20, 1984

LIBERTERREAN DEADLINE IS: Monday, October 8, 1984

PACIFICON 1984

More than 70 Diplomacy players signed up for this year's Diplomacy Tournament. \$249 in prizes were handed out, with \$82 going to Tom Graessle. Tom won the Top Board game and took first place in the Tournament. The other top players were: 2d -- George Kucera, 3d -- Vaughn Heppner, 4th -- Steve Caverman, 5th -- Mike Madeu, 6th -- Patrick Chang; 7th -- Joe Tuharsky, 8th Kevin Kozlowski; 9th -- Mark Twitty, and, 10th -- Pete Dormau. Cash prizes were awarded to the top 7 players (10% of participants), but as winners had to be present to receive prizes, Pat Chang and Joe Tuharsky missed theirs and we gave them to the 8th and 9th place finishers.

Games finishing with 18-center wins made up a smaller proportion of the total games than is usual at Pacificon. On the average, 44% of Pacificon games have ended in 18 center wins. But this year the percentage is only 31%. Even so, this is higher than any other Diplomacy FTF tournament. I'm changing the scoring to add bonus points to each game ending in 18 center wins. This change will apply to games in the LIB, too, as we use the same scoring system. The winner will receive 1 bonus point for each eliminated position, the 4th, 5th, 6th and 7th place finishers will receive 1 bonus point for each supply center they control at game's end. This will usually be zero, long, but survival will pay off.

NOTICE:

COM THE BARBARIAN (c/o Dave Villadsen, 176 Placer Dr., Goleta, CA 93117 (805) 968-1686) will be Santa Barbara's first Dipcon on Saturday and Sunday, October 13 and 14, 1984. Registration is \$5.00. For more information, send a SASE.

Jim,

It was great seeing everyone at the Pacificon Diplomacy Tournament. Good, hard, fast-paced games

-- Joe Tuharsky

[You should have come back Monday afternoon to claim your prize! See you next year. -- Jim]

PBEM DIPLOMACY:

I am moderating games of PBEM Diplomacy for users of the ACE BBS. LIB subscribers will pay no more for a PBEM game than for a PBM game in the LIB, except for your long-distance phone charges. The BBS number is: (503) 343-4352.

Since I've taken the LIB BBS off-line, you may also leave messages for me on that BBS. The 5YSOP wants all game messages to me to be left on the Diplomacy message file (that's file #6 on the "A" message file directory).

Also, I'm informed the ACEBBS uses 6-character passwords. So when you send me a password, make sure they are only 6 characters long.

LIBOURSE:

Players in the Libourse trade in the currencies of the Top Board Game, 1983 AG. You may join the game at any time by submitting the \$3 game fee together with your request for assignment and a name for your country (only Top Board players may use the name of their position in the Diplomacy game).

Your country will have characteristics in the following categories: population, treasury, agriculture, military, industry, mineral resources, communications, transportation and utilities. You will receive approximately \$7,000 in currency of the surviving Diplomacy positions in the Top Board game. You must improve your country in all categories to do well. And you may attack one other Libourse country each turn. Random events may help or hinder your progress.

The "TOP BOARD" game now has 2 players signed up.

LETTERS:

Jim,

How was Pacificon? I got to go to Seattle to Dragonflight. Played a few games of Dip. Germany in fact. Got on the top board by default so got a game, eh!

-- Bob O'Donnell

Jim,

I enjoyed talking to you at Pacificon. I had a GREAT time there.

-- Kevin Kozlowski





A mask created by the Elema people of New Guinea on display in Museum of Cultural History exhibit.

1982 IP WINTER, 1910
CONCESSIONS FAIL!
IT WIN, AU WIN
I-R DRAWS PROPOSED!
SEASONS SEPARATE!

AUSTRIA (O'DONNELL):

A-BUD\$;

FRANCE (HUGH):

A-mon-r-BUR\$, build F-BRE\$, A-LON\$, F-ENG\$, F-EOI\$, A-BEL\$.

GERMANY (KOZLOWSKI):

F-Ion-r-DBB, remove A-Nwv; A-SIL\$.

ITALY (GRAESSLE):

Build A-VEN\$, A-NAP\$, A-TRI\$, A-SER\$, F-BUL\$sc, A-SYR\$, F-ION\$, F-EAS\$, A-TYA\$, A-VIE\$, A-HOL\$, F-NWG\$, F-NAO\$;

RUSSIA (PHROGUS):

Build A-MOS\$, A-SEV\$, F-NTH\$, F-STP\$nc, F-SWE\$, A-WAR\$, A-RUM\$, F-ANK\$, A-MUN\$, A-BER\$, F-KIE\$;

TURKEY (WHITING):

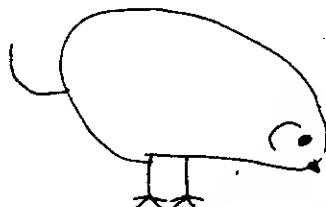
NMR! GM removes F-Aeg; A-CON\$, F-SMY\$

The deadline for Spring, 1911 is 1:00 pm, Monday, October 8, 1984.

P R E S S :

AUSTRIA>FRANCE & GERMANY: Ok guys, this could be your last chance on this draw offer. There may not be a next time.

MIKE>GM: No problem, mistakes happen to all of us.



1983 AH FALL, 1910
AUSTRIA (MOYER):

[Remove F-Adr]; A-ah)GRE\$, A-ANK\$ /& A-SMY\$ (S) e.o.;

FRANCE (DITTER):

Build A-MAR\$, A-lus)VEN\$, F-BRE\$, A-PIC\$, A-ven)TRI\$, A-tri)SER\$, F-apu)ADR\$, A-mar)PIE\$, F-WES\$, F-tys)ION\$, A-ser)ALB\$, F-hulsc)CON\$ (S) by F-AEG\$;

GERMANY (POWERS):

F-HEL\$, F-ENG\$, F-ion>EAST\$, A-BEL\$, A-ARM\$()smy (S) by A-SYR\$, A-gal)RUM\$ (S) by A-BUD\$, A-rum)SEV\$, A-VIE\$ (S) A-Bud, A-SIL\$, A-MUN\$;

The deadline for Spring, 1911 is 1:00 pm, Monday, October 8, 1984.

P R E S S :

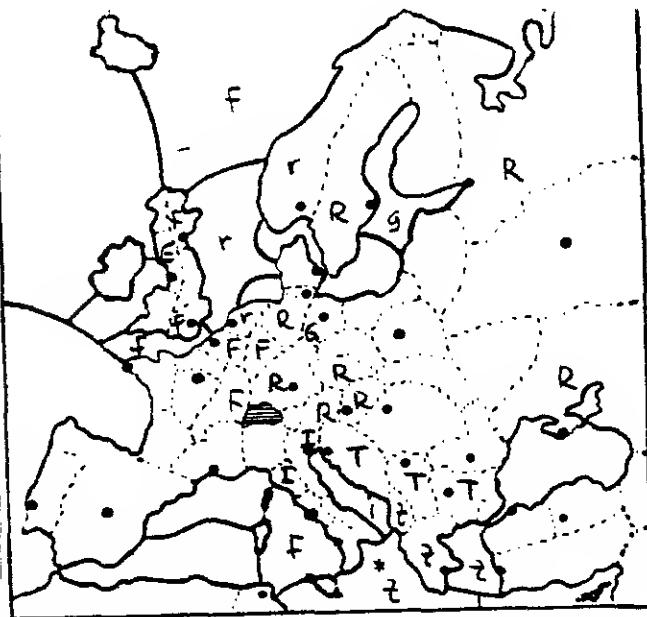
BERLIN: Kahn giving a volume check before a press conference. "Fellow Germans. I am proud to announce I have just signed a bill making Russia illegal. Bombing ended last year."

BERLIN>ANKARA: Congratulations on your elimination of Russia. I appreciate your concern for Germany's future. However, I have confidence in France's integrity and he in mine. Perhaps that's why we are in the position we are in: The Final Three.

BERLIN>Russia Past: It is now all water under the bridge. Let's not burn the bridges and build walls. Rather let us show a mature viewpoint on a game friendship.

-- Thanks, Jack Powers





1983 CH: SPRING, 1908
RUSSIAN WIN PROPOSED!
ENGLAND (Galicia):

NMR! A-LPL*;

FRANCE (Lee):

F-NWG*()nth, F-EDI*()yor, F-mid)ENG* (S) by F-LON*, A-RUH*()ba/
/s/ by A-BEL*, A-BUR*()mun, F-TYS* (S) I.F-ion;

GERMANY (Fowers):

NMR! GM removes F-But; A-BER*;

ITALY (Hugh):

A-TUS*()pie /s/ by A-VEN* (S) by F-ADR*, F-ion/d/;

RUSSIA (O'Donne11):

F-YOR* (S) E.A-Lpl()edi (NSO), A-STP*, A-PRU*()her, A-den)SWE*,
F-NWY*()nth, F-NTH*()hei /s/ by F-HOL*, A-KIE*()ruh,
A-TYA*()pie, A-VIE*()tya, A-BOH*()vie, A-rum)SEV*, A-MUN*()hnr;

TURKEY (Nester):

Build A-CON*, A-con)BUL*, A-TRI*()ven, A-SER*()tri, F-eas)ION*
(S) by F-ALB*, F-GRE* & F-AEG*.

The deadline for Fall, 1908 is 1:00 pm, Monday, October 8, 1984.

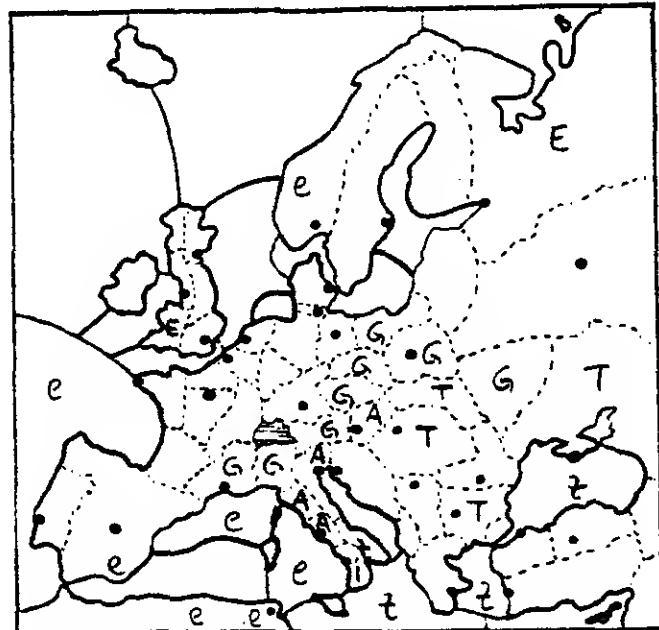
PRESS:

PARIS: I know when things are over. I vote yes on a concession to Russia. Let's go on to better things! Okay?

STP)PAR: TCOE has found a snubber what's the rates, eh? And it is "defenitly" a new player in the next game, eh!

TURKEY)ALL: It is time for me to ponder. I'm thinking about retreating and becoming a recluse until about October, 1908. I will be in deep thought. I will seek the profound answer. I will meditate. I will study the shadows in the daylight, and those of the evening darkness. I will find the truth. I will place armor on my back from this day forth. Be things as they may, let it be known that the first drop of my blood that may be spilled, I will attack, with no mercy. Hear me when I say -- make no promises that seem not to have explicit guarantees.

Just remember -- Diplomacy does not work with those who are STUBBORN and those who are greedy (nor with those who are dreamers).



1983 HQ: FALL 1905:

TIE-RAG DRAW RE-PROPOSED
RUSSIA RESURRECTED!

AUSTRIA (COTTLE):

A-ROM*()nap, A-TUS*()rom, A-tya)VEN*, A-VIE* (S) T A-ukr)Gal.

ENGLAND (PHROGUS):

F-iri)MIO*, F-mid)SPA*sc, A-WAL*, F-spasc)LYO*, F-wes)TUN* (S)
by F-NAF*, F-NWY* (S) A-STP* (S) G.A-Mos (H) (NSO), F-TYS*()ion;

GERMANY (MOYER):

A-mu)TYA* (S) by A-BOH*, A-her)PRU*, A-SIL*()gal (S) by A-WAR*,
A-mos)UKR*, A-mar)PIE*, A-hnr)MAR*;

ITALY (KOZLOWSKI):

(A-rom-r-OTB); F-tun/a/()wes, F-NAP*()ion,

RUSSIA (GORHAM):

No units.

TURKEY (SCHULER):

A-con)BUL*, A-arm)SEV* (S) by F-BLA*, A-ukr)GAL* (S) by A-BUD*,
F-adr)APU*, F-AEG* (S) F-ION* /s/ A-A-Rom()nap.

The deadline for BOTH Winter, 1905 AND Spring, 1906 is 1:00 pm, Monday, October 8, 1984.

1983 HQ: Fall, 1905

CENTER DISTRIBUTION:

AUSTRIA: vie, tri, /hud/, ven, ROM (4) [0];

ENGLAND: home, hre, nwy, swe, stp, spa, por, TUN (1)
[+1];

GERMANY: home, den, hol, hei, par, mar, war (9) 1 short
[+1],

ITALY: /rom/, nap, /tun/ (1) 2 short [0].

RUSSIA: mos (1) 1 short [+1];

TURKEY: home, sev, hnl, gre, ser, rnm, BUO (9) [+1];

PRESS:

ZURICH (BNS) With the most recent series of combined attacks by Austria and Turkey leaving the Italian home contingent decimated, observers here agree a sort of martial

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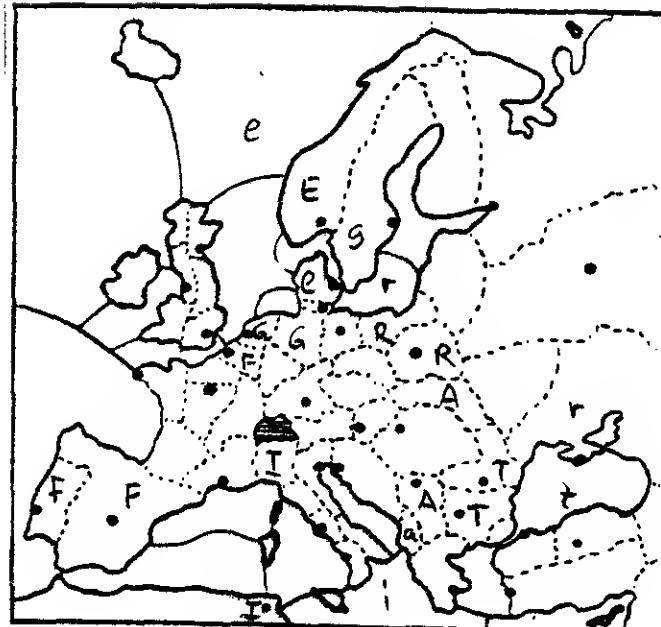
More HQ Press:

equilibrium has been reached throughout Europe. Unless the Anstr-Turkish axis is successful in its attempts to somehow undermine the Anglo-German alliance, which of late has shown signs of having been strained but has yet to break outright, the observers feel in all likelihood an armistice will soon be agreed to by both warring sides.

In North Africa, it is rumored British marines striking overland from Algeria, supported by an armada of Royal Navy warships, stormed and captured the Italian colonial capital of Tunis. There has been no confirmation of this report. However, in an interview early this morning, Jon Helmerst, director of the Institute for Peace Initiative in Basel, hinted Tunis had already fallen by commenting, "There is little for the English fleets to do in the Mediterranean after Tunis falls." Helmerst further stated "...the military consensus holds Germany will soon find its armies stalemated by the defensive line now being set up by the Anstr-Turkish forces. So let me ask you. What is then left but a resignation by both sides to peace?"

VIE: Wonder of Turkey and I can get into our stalemate line in time.

ION: HMS Government expresses dismay at the current turn of events. Already work is being done on the 3rd EPI. Once more England urges all to go with the draw.



1984 AI

FALL, 1901:

AUSTRIA (GARDNER):

NMR! No Phantom moves! A-GAL*, F-ALB*, A-SER*,

ENGLAND (GESTIEHR):

A-edn>NWY* (C) by F-NWG*, F-ntb>DEN*;

FRANCE (NESTER):

F-mid>POR*, A-hur>BEL*, A-mar>SPA*;

GERMANY (BROWN):

F-den>SWE*, A-KIE*()ber, A-roh>HOL*;

ITALY (HUGH):

A-ven>PIE*, A-apu>TUN* (C) by F-ION*;

RUSSIA (MILEWSKI):

F-hot>BAL*, A-PRU*()ber, A-nkr>WAR*, F-SEV* (S) A.A-Gal()rum
(NSO);

TURKEY (Kozlowski):

A-con>BUL*, F-ank>BLA*, A-bul>RUM*.

The deadline for Winter, 1901 is 1:00 pm, Monday, October 6, 1984.

1984 AI CENTER DISTRIBUTION:

Fall, 1901

AUSTRIA: home, SER, (4) [+1];

ENGLAND: home, NWY, OEN (S) [+2];

FRANCE: home, SPA, POR, BEL (6) [+3];

GERMANY: home, SWE, HOL (S) [+2];

ITALY: home, TUN (4) [+1];

RUSSIA: home (4) [0];

TURKEY: home, BUL, RUM (S) [+2].

PRESS:

ENGLAND>WORLD: Don't you just love surprises!!





1984 H SPRING, 1904:
CONCESSIONS PROPOSED:
GERMANY, ITALY, TURKEY!

AUSTRIA (GORHAM):

A-BUD*()vie, A-VIE*()tya, A-war)SIL*, A-tya/a/()pie, F-gre)ALB*,

ENGLAND (POWERS):

A-EDI*()nwy (C) by F-NTH*, F-HEL*()den, A-DEN*, A-kie)BER*,
F-bot)STP*sc;

FRANCE (GESTIEHR):

F-BEL* (S) A-HOL*, A-hur)MUN* (S) by A-RUH*, A-par)GAS*,
F-MAR*()pie, F-wes)TYS*;

GERMANY (NESTER):

A-mun)TYA* (S) by A-BOH*;

ITALY (TUHARSKY):

F-NAP*()apu, F-TUN* (S) F F-wes)Tys, A-ROM* (S) A-VEN* /s/
G.A-mun)Tya;

RUSSIA (O'DONNELL):

(Remove F-Bal); A-stp)FIN* /s/ by A-NWY*,

TURKEY (WHITING):

A-SMY*()apu (C) by F-AEG* & F-ION*, F-EAS* (S) F-Ion,
F-bulec)CON*, A-mos)LVA*, A-ukr)MOS*.

The deadline for Fall, 1904 is 1:00 pm, Monday, October 8, 1984

P R E S S :

FAKE LONDON>REAL LONDON: Will the real London please stand up?

REAL LONDON>FAKE LONDON: Ha! Ha! Ha!

PASSERBY>SILLY TWIT: This is so stupid.

JANET>ROCKY: Oh, Rocky!

ITALY>GERMANY: I hope I guessed right.

ITALY>TURKEY: I hope you guessed wrong.

RUH>CON: Hang in there. I'm coming.

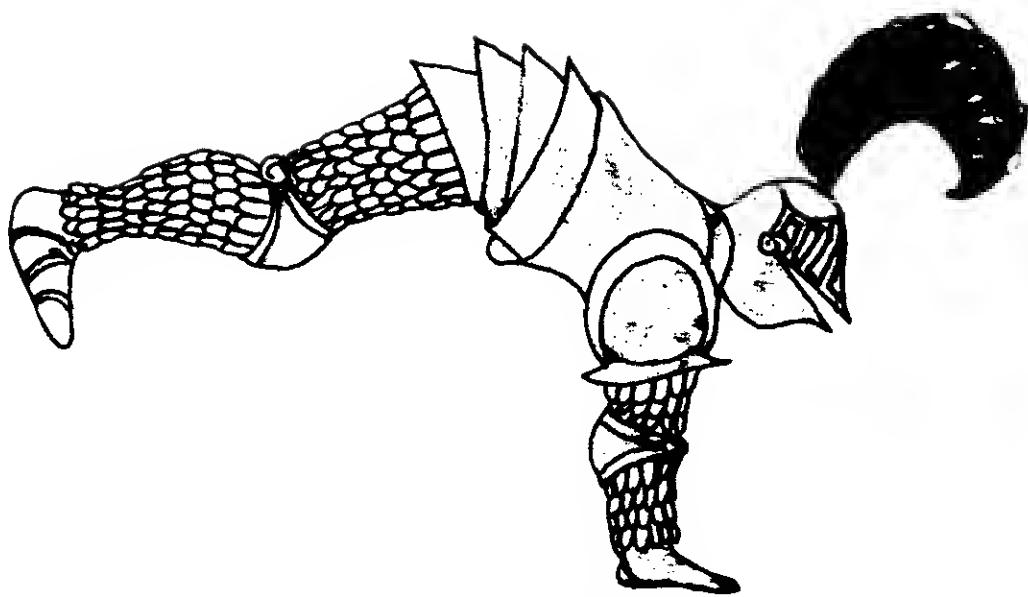
ENGLAND>JIM: I'm curious as to why Russia gets to see everyone else's builds and retreats and we have to negotiate blindly without knowing his. This is an unfair and undeserved advantage. While I am not the GM, I did write everyone and inform them of the adjustment to Russian and English builds

If O'Donnell was sick, on vacation, or just didn't think it was worth the issuing of a removal, one would think the explanation would have been printed and all builds and removals held until next zine or the laws and rules of civil disorder would be applied.

I do not feel this would have a major impact on the game, however it could greatly affect England's position. To better I.D. my question: Is this your zine's policy or a mental slip before vacation or an oversight?

(No diplomacy is permitted under the rules during builds, and I didn't feel the Russian removal was of much consequence. I thought F-Bal was the obvious choice. Finally, as you had no adjustments, I decided it didn't really matter what he removed, as it makes no difference to your Winter, 1903 turn. So I made the decision not to delay the game. This is not a policy of this zine, but just an ad hoc decision I made on the spot. I apologize for disturbing you. The more correct course for me to take would have been to allow everyone to change their Winter adjustments if they desired to. Thanks for pointing out your position to me. I'll try to be more correct in the future. -- Jim)





REVIEW

Steve Krenek (KRENtek Software, Box 3372, Kansas City, MO 66103) presents the strategy game enthusiast with two very sophisticated real-time games (especially considering they seem to be his first commercial effort). They sell for \$35 each and require 32k RAM (disk or cassette) and a joystick. They seem to boot up with or without BASIC installed, but the manual says to remove all cartridges. They boot up on XL machines without a translator.

ROME and the Barbarians

puts you in command of the Roman Empire in the year 400 A.D. If you remember your history, Rome was sacked by the barbarians in 476 A.D. If you can prevent this from happening before the game ends in 476 A.D., you are doing very well indeed.

All control over the movement of Roman Legions and paid mercenary Barbarians is by joystick. The units move over a smoothly scrolling map consisting of more than a dozen screens containing mountains, rivers, cities, oceans and clear terrain from Scotland and Ireland in the northwest to Sicily, Carthage and Illyria in the southeast. Three locations on the map provide the only replacement areas where you can muster in new Roman forces into your legions. You will need to protect at least one of these.

The Option key gives you control over expenditures for mercenaries and gifts to allies. But quite often a barbarian tribe will take neither your pay nor your gifts. Sometimes they take the money and desert you. Even Roman Legions may rebel, especially if you let the tax revenues from cities occupied by Roman Legions fall so much that the treasury is completely expended. The Select key will print a graphics screen listing of the names of each barbarian or Roman force and the number (in thousands) of combatants in the space under the cursor. Controlled units may be ordered to dig in or disband from this screen.

Battles produce sounds of fighting, barbarian victories in cities produce sounds of pillage. The colors are bright and attractive, and the graphics are well-drawn. I pretty much mastered the Beginner level of play after a few games (each game takes only an hour or so!). But the Standard game is so far too fast for me, and I do poorly. I don't believe you need to be a wargame enthusiast to enjoy this well-done game. Now if I disband a few more Romans in North Africa and beef up the Rhine

NAPOLEON AT WATERLOO

is a classic war game, rendered in dozens of paper board games and miniatures displays. Steve Krenek's Atari version gives the feel of the best of these, plus the sounds of cannon and musketry when units collide, and the music of victory when one side or the other achieves a significant advantage. The Marseillaise and God Save the Queen are the two songs played. In fact, you not only hear the cannon boom, but the screen actually shows a cannon shot flying from the artillery to the target.

The player controls the French infantry, cavalry and artillery. The joystick controls all targeting of movement and fire (for artillery). If you want infantry to use musketry, just stop its movement adjacent to its target. If you want to melee with bayonet, move the unit right into the target. The map scrolls over more than 3 screens of terrain containing ridge lines, woods, villages, walled farms and the various military symbols designating the combat units. The button with the cursor on a unit will show you the unit name, number of men and guns in the unit, an evaluation of the unit's morale (from Poor to High, for French units only), and an indication of the state of organization.

The player must exercise good traffic control in planning the assault, for units will not move through each other. I usually end up blocking my infantry with artillery and cavalry (not a good situation!). However, it is disconcerting to see a routed unit squirt through the crack between two units touching corners on the diagonal! A clock runs from 11:15 am to 9:00 pm on June 18, 1815. This time passes in about an hour or so at which time the battle is over and you may read your score. So far I've not managed to win the battle, but I've scored in the high 90,000s several times (100,000 is needed to win). To start with my scores were abysmal. I've bombarded my own units with French artillery, sent unsupported cavalry right into the face of 30 guns, or massed infantry squares. I've done a number of things which produced only disaster on the field. To win, you will need to have close control over your units and be able to repel the Prussians when they arrive. The British and Allies will not conduct any offensive, although the occasional unit seems to be ready to take advantage of errors in their front, such as seeing some weak units or exposed artillery to go after. The Prussians are almost mindlessly offensive, but if you have some fresh units remaining you can hold them off (or even push them back).

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AI SPRING, 1903
AUSTRIA (GALICIA):

ENGLAND (MIRASSOU) :
[Photo removed & replaced] ENTHAL ASPIRE

GERMANY (GORHAM)

ITALY (LEE) : *U.S. MUNITION (S) by A-KIEK & A-BERL. A-DEMUS (SWE. F-BEL) (eng.)*

RUS ROMA F-1954 F-150 AE
RON/115, A-A-Sil/Number (NSO).

RUSSIA (DITTER);
WAKI, HAKA(SMY); A-RUMBBU (S) by F-BLAU. A-FINN(SWE).

TURKEY (KOTT
SWEDEN, A-NEW, SPT.

PRIMERAS CONFERENCIAS DE LA A.M.E.R.I.C.A. 1945-1946

e deadline 124 1871.

P R E S S : VIE RER. What do you mean, not legal? I don't even know the barbarians in this game. The "gathering" sounds like an alliance. Nothing else, I guess you deserve it for not writing.
"IE" All right, little kiddies. We're going to learn a new word today. It's spelled 3-1-1-i-a-n-c-e. Do you know what it means? Can you say it? Can you READ it? I guess not. If you can't write (hint, hint, hint) I guess you can't read.

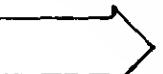
The deadline for Fall, 1903 is 1:00 p.m. Monday, October 6, 1903.

AUSTRIA-TURKEY: Any news yet?
AUSTRIA-FRANCE: None. It seems you're growing a little

OC fast
AUSTRIA-RUSSIA See? I could've taken Warsaw but I didn't
at satisfied)

SUBSCRIPTIONS TO **LIBERTERREAN** ARE \$5/10 ISSUES. DEADLINES ARE 2WICE A MONTH. **LIBERTERREAN** IS A GAME-ZINE FOR PLAYERS OF DIPLOMACY, ARMORED BARBARISM, LIBOURSE & OTHER MULTI-PLAYER GAMES. ALL PLAYERS MUST MAINTAIN A SUBSCRIPTION. EACH SUBBER MAY USE UP TO 300 WORDS PER ISSUE FOR LETTERS, PRESS, ADVERTIZEMENTS, & ETC.

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